

Workshop #1

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First of all, we create the class engine with the method `create_engine()`, so that we can make a list, in order to access the list when creating a vehicle. Then we make an inheritance to the class vehicle, in that we create 2 methods, the first called `create_vehicle()`, so that we can make a list, in order to access the list when searching for the vehicle. Then we inheritance that class to the 4 types vehicles so it is easier to understand each one.

